

WOMEN AND INDIANS CHALLENGE X-RATED HOME VIDEO GAMES

On October 14, the American Indian Community House of New York, Women Against Pornography and other groups demonstrated against home video games that feature women as targets for male sexual aggression. Over 250 protesters picketed in front of the New York Hilton, where American Multiple Industries was showing the games to the trade at the National Music, Sound and Video Show.

One of the games, *Custer's Revenge*, shows a blond, naked male figure dodging flying arrows as he runs across the desert toward a naked, red-skinned female figure with a feather. In the promotional material, the woman is bound to a post. If he avoids the arrows, he rapes the Indian woman as a reward. Michael A. Bush, Executive Director of the American Indian Community House, said, "As American Indians, we are vehemently opposed to the exploitative use of our race for the titillation of the public. We see this video game as a sexist, racist expression, the sole purpose of which is to fill the pockets of its creators and promoters."

As a new form of pornography, these home video games take the user out of the role of passive viewer into the active role of player. As "games," they prompt the male player into imagined sexual aggression against women, while fostering in girls and women the image of woman-as-victim. These messages are particularly insidious when internalized by teenagers, the main players of video games, who are developing their self-images as men and women.

— Kristen Reilly